

**I WANT  
TO GET  
IN2IT!**

**[GETTING TO KNOW  
YOUR NEW BEST  
FRIEND!]**

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(THE POSSIBILITIES ARE ENDLESS...)

# POWER UP!

First, put in the **backup battery** included in the package (in case your other batteries die):

1. Take off the battery compartment door.
2. Remove the screw.
3. Take off the cover.
4. Put in the backup battery.
5. Replace cover and screw.

Next, **insert four AA batteries** (not included). Be sure they're pointed in the right direction.

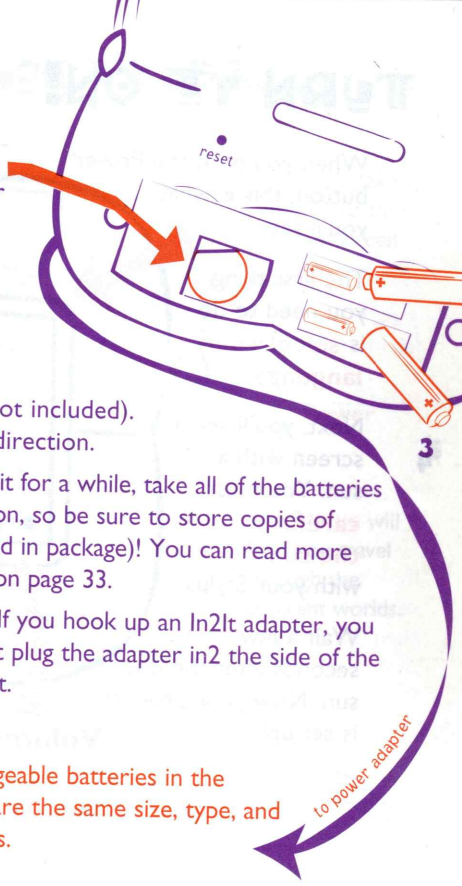
If you know you won't be using the unit for a while, take all of the batteries out. You will lose all of your information, so be sure to store copies of important stuff on a Box Card (included in package)! You can read more about storing things on the Box Card on page 33.

**In2It power adapters** are available. If you hook up an In2It adapter, you won't use so much battery power. Just plug the adapter in2 the side of the unit, then plug it in2 an electrical outlet.



## NOW HEAR THIS!

Keep four rechargeable or non-rechargeable batteries in the compartment. Make sure all batteries are the same size, type, and brand. Don't mix old and new batteries.



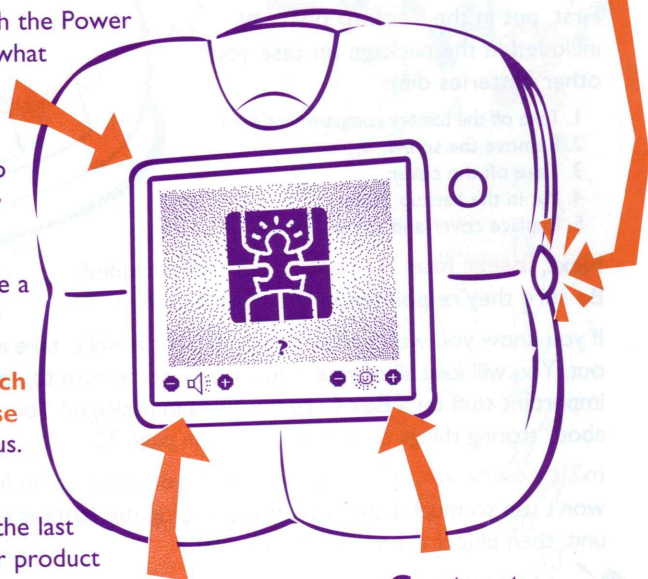
# TURN IT ON!

When you push the Power button, this is what you'll see.

The first thing you need to do is **select your language.**

Next, you'll see a screen with a sun. You must **carefully touch the sun's nose** with your Stylus.

Wait a few seconds after the last sun. Now your product is set up!



**Volume**

**Contrast**

*Control these with your Stylus!*

# WHAT'S WHAT OUTSIDE...

Insert In2It cards, like the Key Card and Box Card in the **Cardreader**.

Press the **Send/Receive Button** to send or receive messages. You'll see the **Signal** light up.

The **Home** button will take you back to the previous screen.

**Power**

The **Stylus** will help you travel through the different worlds.



## NOW HEAR THIS!

Your In2It product works best when you treat it right. Press gently—and try not to drag the Stylus across the screen.

# AND INSIDE!

**Rex** is your personal garbage disposal. The more he growls, the less space you have. To make more space, feed items to him.

**7** different worlds

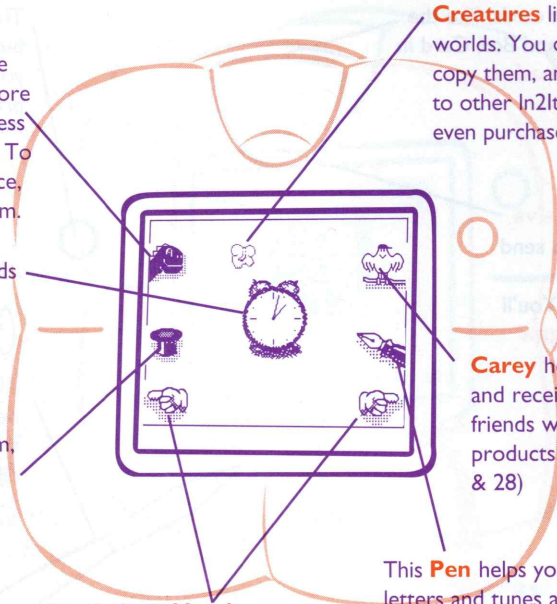
To copy an item, touch the item, then touch the **Magic Hat**.

Touch these **Hands** to move back or forward from one world to another.

**Creatures** live in the In2It worlds. You can move them, copy them, and send them to other In2It users. You can even purchase new ones.

**Carey** helps you send and receive mail from friends with other In2It products (see pages 27 & 28)

This **Pen** helps you create letters and tunes and turns in2 a **Magnifying Glass** to view letters, tunes, and passports! (see page 31)





## OTHER INFO...

**In2It Cards.** You can really get In2It with In2It cards. Just put the cards in or take them out any time In2It is turned on. Be sure to **only use In2It cards.** You can recognize these by the logo on the card. You have a Key Card for putting your name and password in and a Box Card to save important information on.

**Put the card in right.** Make sure the shiny In2It figure is on top of the card. It should go in2 the slot **feet first!**



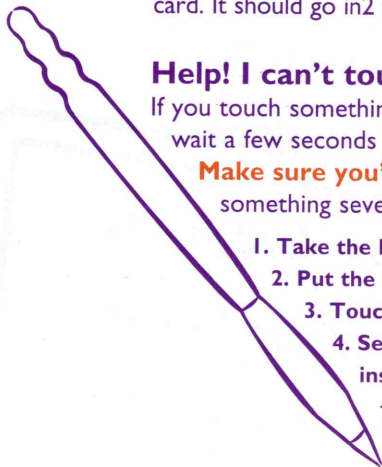
### Help! I can't touch an item right!

If you touch something and nothing happens immediately, wait a few seconds before you touch the screen again.

**Make sure you're touching the item directly.** If you touch something several times and nothing happens, try this:

1. Take the Key Card out of the package.
2. Put the Key Card in the Cardreader.
3. Touch the icon (the keys).
4. Select "Adjust Pen" with your Stylus, and follow the instructions on the screen.

That should fix any problems inside the screen!



# MAKE IT YOURS!

Your In2It product comes with your own personal **Key Card**. Insert this card in the Cardreader, and touch the keys in the middle of the screen.

Now, you can:

1. Set Your Language
2. Your Name  
(Your Personal Profile)
3. Lock/Unlock  
(Making A Password)
4. Adjust pen (See page 7)

(Always press the Home Key to go back!)



## NOW HEAR THIS!

Use only **your** Key Card with **your** product. The first time you put your Key Card in, it remembers that card.

**Keep your Key Card in a safe place.**  
It's your key to the In2It world!

# KEY CARD



SET LANGUAGE

YOUR NAME

LOCK/UNLOCK

ADJUST PEN



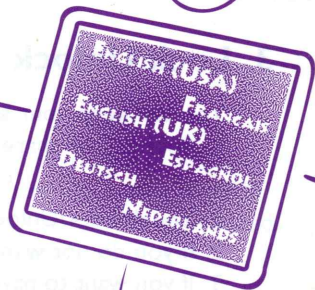
# 1. Set Language

All you have to do here is select the language you wish to use. Just touch **Set Language** then the language you want with your Stylus.

**NOTE!** There are **two** English choices. If you choose **English (USA)**, dates will appear as month/date/year, so August 12, 1997 would look like this: 08/12/97.

In **English (UK)**, dates appear as date/month/year, so it would look like this: 12/8/97.

**Press the Home Button twice to exit.**



# 2. Your Name

Your Personal Profile is something that shows who you are.

1. Touch **Your Name**.
2. A Personal Profile, which looks like the page of an Address Book, will appear.
3. Change the information the same way you change an Address Book page (see page 16).
4. Press the Home Button twice to exit.

**OKAY...YOU'RE  
READY TO GO!  
GET IN2IT!**

### 3. Lock/Unlock

You can keep your secrets safe by creating a password. You can keep it to yourself, or share it with your best friend. **You have to enter your password each time you turn the product on.**

1. Touch Lock/Unlock.
2. If you do not want to have a password, click **No Lock**.
3. If you want to have a password, you can choose **Lock**, then choose **Word** or **Melody**.

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#### If you choose a Word:

1. Four spaces will appear.
2. Touch one of the spaces, and a keyboard will appear.
3. Touch the letters of your Password.
4. Press the Home Button when you are finished.



#### If you choose a Melody

1. A piano keyboard will appear.
2. Press the notes of your tune.
3. You will hear the notes as you touch them.
4. Press the Home Button when you are finished.

**oops!**

If you forget your password, don't worry! You can put your Key Card in and make a new one!

# DON'T FORGET!



Keep a copy of your favorite items on a **Box Card**. If you ever have to change your backup battery, the unit will forget where it put your items. If you have them stored on a Box Card, the items can be found and reloaded. (A small Box Card is included with the unit, but larger ones are also available.)

Use a paper clip to press the Reset button. Anything sharper than that will harm the unit.

Don't drop, throw, or hit the unit.

Keep it comfortable. Don't let it get too hot or too cold.

Don't press down on the screen too hard or touch the screen with any sharp objects. Use the In2It Stylus to touch the screen.

Keep the unit away from moisture.

Only use In2It Cards. Other cards may get stuck or may damage the unit.

Turn it off before you change the batteries or unplug the adapter.

Turn the In2It product off before you switch between battery power and the adapter.

Keep batteries in the In2It product at all times, even if you are using the adapter.

# WHAT IN THE WORLD?

Being In2It is kind of like being in outer space. You can go to any one of seven different **worlds**, each with its own special features to get in2:

Alarm  
Clock



Matchmaker



Calculator



Address  
Book



Chit Chat



Crystal Ball

Sketch  
Pad



## What Are YOU Going To Get In2?

Choose a world to visit. The   will take you from one world to another...just touch the item you want to get in2.



## NOW HEAR THIS!

When you touch the symbol in the middle of the screen, the pictures will change—you are **in2 that world!** If you want to go back to the previous screen, just press the Home Button until you get to it.

# ALARM CLOCK

Touching the Alarm Clock in the middle of the screen will take you in2 the Alarm Clock world!



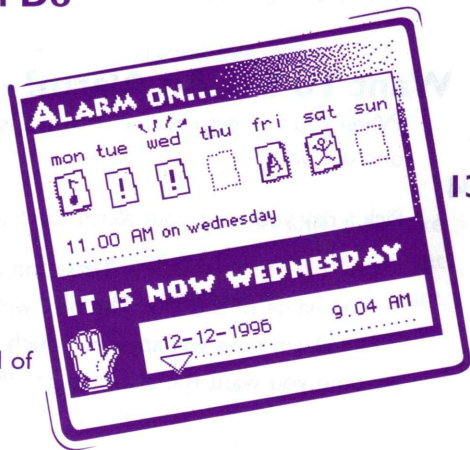
## Cool Stuff You Can Do

- Set the current time and date (day, month, and year).
- Set an Alarm (one for each day).
- Make a Letter, Tune, Passport, or Creature Alarm.
- Turn an Alarm On or Off.



## What You'll See

- Days of the week.
- Boxes that show you what kind of Alarm is set for that day.
- The time for the Alarm of the selected day.
- The current date and time.
- A Hand, which takes objects in and out of the Alarm Clock world, and which you will touch to get out of the Alarm Clock world.





## What Time Is It?

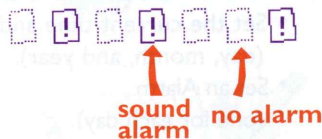
1. Touch today's date and time at the bottom of the screen.

01/25/1996 7:51 PM



2. Use the **arrows** that appear to set the date and time.
3. The day of the week will change automatically.
4. The changes will be saved!



## Want To Set An Alarm?

When you first get into the Alarm Clock, one day will be **highlighted**.



Pick a day you want your alarm to sound.

**If the box is empty:** To set an alarm, touch the box  below the name of the day. The box will change to  and an alarm time will appear. Touch that time and set it to the time you want the alarm to go off.

**Alarms you've set will repeat for the same day in the next week. To turn off an alarm, touch the  and it will change back to .**








## NOW HEAR THIS!



**Alarm messages will appear whether In2It is on or off!**

If In2It is on, the Alarm message will appear briefly. To turn off the Alarm before it finishes, press any button or touch the screen.

## Special Alarms

You've probably noticed the other types of Alarms, like **letter**  and **tune**  alarms. Instead of the regular alarm, you can have alarms that use tunes and letters you've made yourself. Here's how:

1. Touch the tune you want to use, then touch the clock.
2. This will bring your tune into the alarm clock screen, and it will take the place of a . This turns the alarm on for that day. You can put it on another day by touching it and then touching the day you want.
3. When the alarm goes off, it will play your tune!

You can use other items for alarms, like **letters**  and **creatures** . Try and see for yourself!



*Psst! Want to  
go back to the  
last screen?*

*Touch the hand  
in the corner!*

# ADDRESS BOOK



**What a great way to keep up with all of your friends' addresses and birthdays!** This address book lets you do all of that **AND** make your own personal passport to send to other In2It owners.

Touch **Rex** once to erase a page and again quickly to bring it back.

**Arrows** take you from one page to the next.

There are places for names, birthdays, telephone #s, and addresses or messages about all of your friends! You can even create pictures of them.

To create your **Passport**, touch here. (See page 18)

**Page Number**

Touch this square to go to the next **clean** page.

This **shortcut** will take you to the pages nearest the name you're looking up. If you want to find **Marc**, press **M**. Then use the arrows to get to other M names.



## Putting Info In2It



When you touch the **birthday** space, arrows will appear. Touch the arrows to change the date, month, and year.

To type in a **Name, Phone #, or Address:**

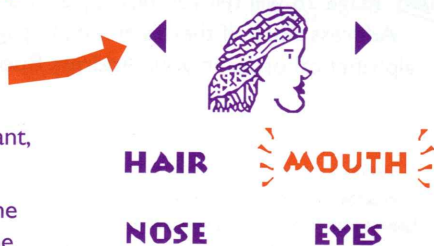
1. Touch the area you want to change. A keyboard will appear.
2. Type in your information, then press the Home Button.

## Making Faces

**You can make pictures to go with the names in your address book.**

When you touch the Picture space on the page, you'll be able to choose from many different kinds of eyes, noses, mouths, and hairstyles.

1. Touch the name of the part you want to change.
2. Touch the arrows to see the different looks.
3. When you see the one you want, choose another face part.
4. When you're finished, touch the Home Button to go back to the previous screen.



# Your Personal Passport



Your Passport tells other people about you. You can make a passport in the Address Book, and send it to other In2It owners. Just fill in your personal information. Then, touch the Passport Maker on the left side of the screen. The Address Book will close. Your page will be copied as a passport and be **highlighted** on your Address Book screen.



## NOW HEAR THIS!

You won't be able to see the Passport Maker if there's not enough room. Remember, if you are out of room, you'll need to find some items to Rex, or store some items on a Box Card.

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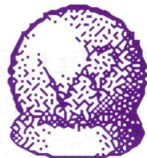


Your friends can send you their Passports, too. If you receive a Passport (page 28 will tell you how), just touch the Passport, then touch the Address Book. If there's an empty page, the Passport will be put in alphabetical order in your Address Book!



*Pssst! You can ONLY change your Passport while in the Address Book world!*

# CRYSTAL BALL



? **Emotions, thoughts, and body...**the Crystal Ball will predict all of these for you and your friends! When you touch the crystal ball, you'll be transported into a magical world.

☆ The “predictions” of the crystal ball are based on **biorhythm**, a system developed by astrologists and used by some Asian cultures for centuries.

The Crystal Ball will show your birthday and the current date. You'll see three prediction areas that are sealed with question marks.

**To get into each prediction, touch its question mark.**

Body



(your physical state)

Feel



(your emotions)

Think



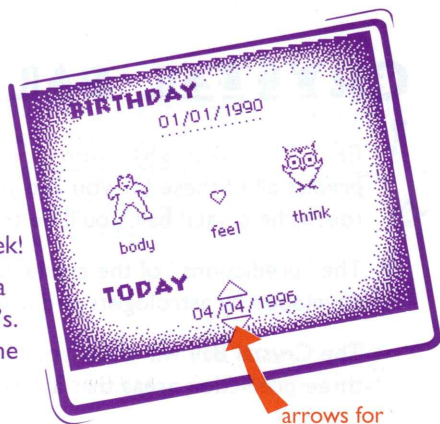
(your mind)

*Psst! According to the biorhythm system, every person has three rhythms (physical, emotional, and mental). They begin when we are born, and everyone has their own pattern. When you are in a Plus phase, you have lots of energy and creativity. In a Minus phase, you need to build new energy, and in a Critical phase, you're going from Plus to Minus or Minus to Plus (you might be a little off balance on these days!)*

## Predict The Future...

Touch today's date, then use the arrows to change the date. By changing the date, you can see how your days will be throughout the week!

Use the arrows in the Birthday area to put in your birthdate or a friend's. Touch the question marks to see the predictions.



## 20 What Does It All Mean?

**Body:** influences strength, energy, sport, self confidence

**Feel:** influences feelings, emotions, intuition, music, being in love

**Think:** influences learning, doing exams, debating, solving problems, word games

**NOTE:** These are only predictions and they may not come true. You may have a **better** day than you expect!



## NOW HEAR THIS!

You can take your Passport or a friend's into the Crystal Ball World! (Look on page 32 to find out how.)





# MATCHMAKER



Want to find your **perfect match**?

Maybe you have two friends you'd like to match up? Well, you've come to the right place. Matchmaker will determine how well two people may get along. All you need are their birthdays!



## What You'll See

1. Two **birthday spaces**

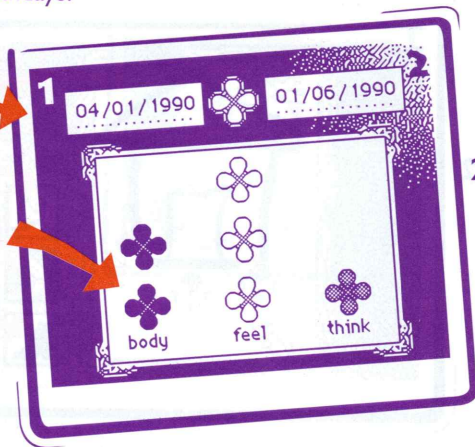
2. **Prediction areas**

Touch the question marks to open these areas—the more clovers, the better the match!



## Cool Stuff You Can Do

You can bring your Passport or a friend's into Matchmaker. Just touch the Passport you want, then touch the clasped hands. If you want, you can even go back and get a second Passport!

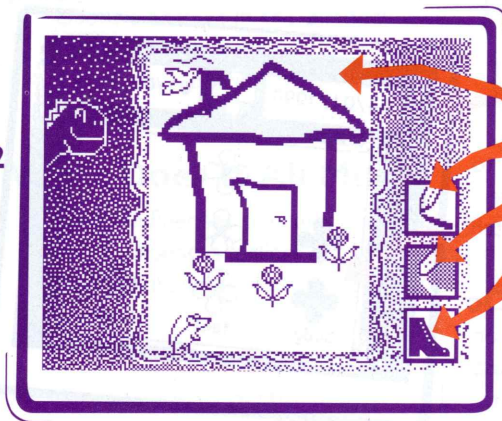


# SKETCH PAD



In the Sketch Pad world you can make drawings.

When you touch the empty frame in the center of the Sketch Pad screen, you get in2 your own personal artist's studio, complete with:



**A drawing area**

**Drawing Pen with three line widths**

**An eraser**

**A Rubber Stamp with different designs**



**...and Rex!**

As long as you keep the Stylus on Rex, he will erase your drawing (he always erases

from the top). When you lift the Stylus, Rex stops erasing. If you want to keep a drawing, you can put it on a Sketch Card.



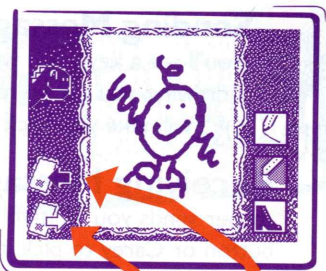
## Sketchy Details

By touching the Drawing Pen square,  you can choose a different size of line to draw with. Likewise, when you touch the Rubber Stamp square over and over, you'll see different pictures you can use in your drawing! 



## NOW HEAR THIS!

The Sketch Pad will only hold one drawing at a time. (The same drawing will be in the Sketch Pad the next time you go there.) But, if you'd like to keep your drawings, you can put them on a **Sketch Box Card** (you must purchase this separately). Just insert the card, then touch the save tool, and a copy of the drawing will be saved on the card.



load tool

save tool

## How Do I Do That?

When you insert a Sketch Box Card, tools for saving and loading appear. When you load a drawing from the card, the current drawing on your Sketch Pad will disappear, and the loaded drawing will appear in its place.

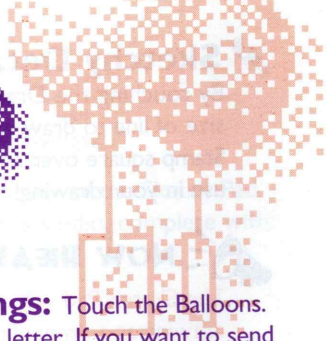
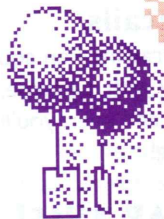


*Psst! If you have the Code X card, you may encode the drawing, put the drawing on a Sketch Box Card, and give it to a friend who knows the code!*

# CHIT-CHAT




You can send and receive Drawings or Messages from other In2It products through Chit-Chat.



## **Sending Messages & Drawings:** Touch the Balloons.

You'll see a keyboard where you can type a letter. If you want to send a drawing, you can go to a drawing board by touching this guy:



( will take you back to the keyboard).

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**Receiving Messages & Drawings:** When another In2It owner sends you an item through Chit-Chat, touch the Send/Receive button or Carey to pick it up. You will receive it directly when you are also in the Chit-Chat world. You can see the letters and drawings you receive in Chit-Chat!





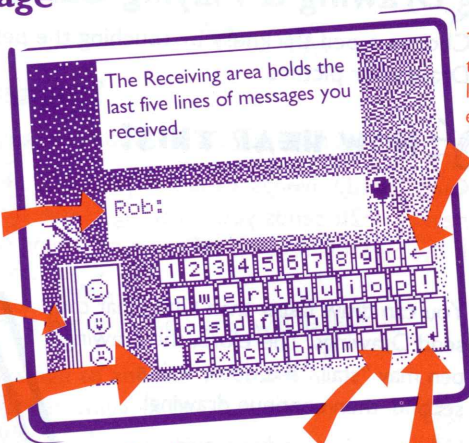
## Writing A Message

In the Message side of Chit-Chat, there are two message areas: **Receiving** and **Outgoing**.

This is your **outgoing** area. If your message is still here, no one has received it.

Touch the arrow to see other pictures you can use in your messages.

Touch this key to make capital letters. Touch again to get special symbols.



Touch this key to erase.

Touch this square when you need a space between words.

Touch this to go to the next line.

## Mail Your Message

1. Type in your Message.



2. Touch the Balloon **or** press the Send/Receive Button. The Signal will turn red and the Balloon will fly away. Don't type any new text until the balloon returns.







## Drawing & Playing Games


Choose a pen thickness by touching the pen (like the Sketch Pad).  
Draw your picture.



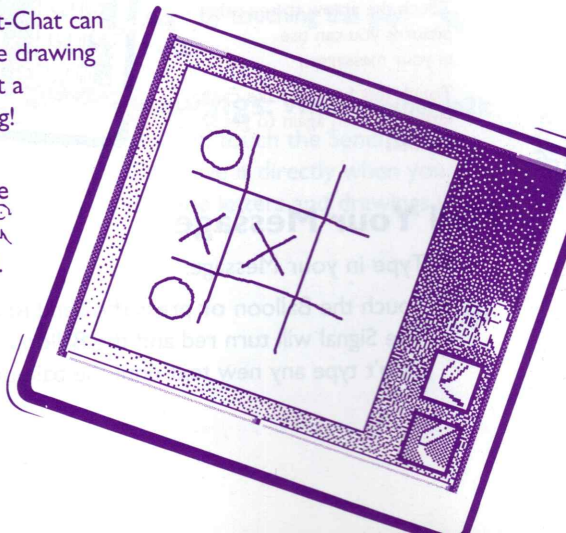
### NOW HEAR THIS!

Chit-Chat Drawings are **automatically** sent to other In2It products nearby. In2It sends your drawing at the **same time** you are drawing it!  
If the Signal is red, your Drawing is being sent.

You can draw faster than Chit-Chat can send Drawings. Therefore, the drawing pen may “stall.” If it does, wait a second, then continue drawing!

When you're ready to quit drawing, just press the Home Button or touch this guy: 

Your Drawing will be erased.











# MAILBOX



## How Do I Send Messages?

If you want to send messages, and you're not in Chit-Chat:

1. Touch the **Letter** , **Tune** , **Creature** , or **Passport**  you want to send.
2. Touch Carey, the Bird. 
3. Press the Send/Receive Button. The Signal will flash **red**.
4. Carey takes your Message to another In2It owner.  
The Message is no longer available on your screen  
(unless you made a copy before you sent it). 
5. If another In2It owner gets the Message, the bird will return with nothing in its beak. If the Message is not delivered, Carey will bring the Message back to you. If your friend's product is turned off, it could not receive your Message.




## How Do I Receive Mail?

1. When mail comes to your In2It product, the Signal will flash **green**, and Carey will fly away.
2. Carey will return holding an envelope.
3. Carey will only pick up your mail and deliver it to you **if you have space**.



4. If you do not have space or memory, Rex will growl to tell you. Throw some things away by feeding him before you accept new mail.

5. To get in2 your mail, touch it with your Stylus.

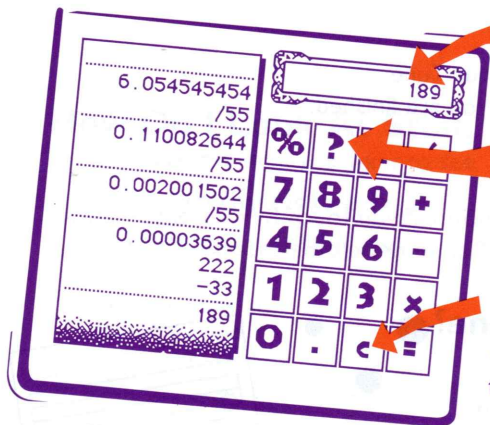
You will see what **kind** of mail you have (Passport, Letter, etc.). Then, touch the item, and touch the Pen  to see what's inside!



# CALCULATOR



Use the **Calculator** for simple calculations, just like you would use a regular calculator. Some special features of the Calculator are:



The **Entry field**, which contains results or entries.

**Random Number**, which picks a number between one and your current entry. You can use it to play number games!

Touch **C** once to **clear** the Entry field to zero without canceling the calculation. Touch C twice to clear the Entry field to zero and cancel the calculation.



## NOW HEAR THIS!

The Answer Area is **saved** when you get out of the Calculator. When you get back into the Calculator, the most recent calculations will be displayed.

# TOOLBOX...[HOW DO I DO THAT?]



## How Do I Make A Letter Or Tune?

1. Touch the **Pen**.
2. Choose **Letter** or **Tune**.
3. Write your Letter or create your Tune.
4. Press the Home Button when you are finished.



## NOW HEAR THIS!

You make a Tune by playing the piano. If you touch Rex once, you erase the last note. Continue to touch Rex to erase other notes.

## How Do I Record A Tune?

1. Touch the **Cassette**.
2. Play the notes on the keyboard.
3. When you touch a key, the note starts.  
When you release the key, the note stops.  
(The longer the note, the larger it looks.)
4. When you're recording, you'll see the Cassette playing.
5. To play the Tune back, touch the musical score.



**Musical Score**



## NOW HEAR THIS!

**Recording stops automatically if:**

- The tune has 120 notes.
- You do not touch the piano for more than two seconds.
- You touch the cassette again.



## How Do I Look At Stuff?

1. Touch the item you want to see.
2. The pen changes to a **magnifying glass**.
3. Touch the magnifying glass.

You can look at:

**Letters**



**Tunes**



**Passports**



**...even Creatures !**





## Stuff You Can Do With The Magic Hat

Use the **Magic Hat** to copy Letters, Tunes, Creatures, or Passports. Just touch the item you want to copy, then touch the Magic Hat!



## Rex...Be Sure To Feed Him!

**Rex** is always hungry, especially when you have too much stuff to fit In2It. Just touch whatever you'd like to throw away, then touch Rex. He'll munch on it, and free up more room for you. He likes to eat everything from Letters and Tunes to Passports and Creatures! You can stop him from eating something by touching him again before he's finished.

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## This Bird Really Gets Carried Away!

**Carey** will take all your messages to other In2It owners and also bring items back to you!



## Give Yourself A Hand

The **Hand** takes you from one world to the next. It will also take Letters, Passports, Tunes, and Creatures to different worlds. Just touch the item you want to take with you, then touch the hand!



# KEEP IT SAFE!

The **Box Card** stores your favorite items in a safe place, and it gives In2It more room for new stuff. There's one included in the package with your In2It product.



## How Do I Save Something On A Box Card?

1. Insert the Storage Card.
2. Touch the item you want to save.
3. While the item is **highlighted**, touch the Treasure Chest.

Now, the item is safely stored inside.



## NOW HEAR THIS!

When this Treasure Chest is full, more Box Cards are available—most have even more space on them. **Keep your important stuff up to date on the Box Cards.** If you ever have to change the backup battery or send your In2It product for repair, your information will be safe.



# HELP!

**I want to leave the screen and go somewhere else, but I can't get out.** Touch the Home Button.

**The unit shut off by itself and can't be turned back on.**

Battery power is low. Change the batteries.

**The unit was not used (in Standby) for 10 minutes, so it turned itself off.** Turn the unit on again.

**The screen is blank.** You have not touched any buttons or the screen in one minute. Touch the screen with your Stylus. The worlds will appear again.

**I tried to take something in2 a world, but it wouldn't go.**

Make sure the item you want to take (a passport, for example) is still flashing when you touch the world symbol in the middle of the screen.

**I can't make a copy.** Is Rex growling or acting hungry? You may not have enough room. Feed something to Rex, then try to make a copy again.

**All my stuff is gone.** Did you change the backup battery? Did you press the Reset button on the back of the product? Always store important items on a Box Card before changing the backup battery or pressing the Reset button, or the items will be lost.

**I can't remember my password. How can I get into the worlds?**

Insert your Key Card and you can make a new password.

**Nothing happens when I touch the screen. I can't select the items**

**I want.** Put in your Key Card. Touch "Adjust Pen." Touch the sun's nose three times. This will reset the screen and should correct the problem.

**The unit stalls.** The unit may stall if you are drawing too fast in Chit-Chat world, or if the Signal is flashing (you are sending or receiving a message). Try to switch it off and on; if that doesn't work after a few tries, press the reset key (you will lose your information).

**I can't see the predictions from the Fortune Teller or the**

**Matchmaker.** Touch the question mark. The predictions will appear.

**I tried to send a message to a friend, but they didn't get it.**

- 1) You may be too far away.
- 2) Make sure your friend's unit is turned on.
- 3) Make sure your friend has enough room to take a new message.  
(Rex will tell him or her.)
- 4) Aim carefully.
- 5) You cannot receive mail from Carey and use Chit-Chat at the same time. So finish receiving your mail before trying to enter Chit-Chat, or exit Chit-Chat before trying to receive mail from Carey.

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